

# MIGUEL AGENJO

Senior 3D Generalist · Lighting TD

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## PROFILE

Senior 3D Generalist with 8+ years of experience in the VFX industry. Combining creative and technical expertise, I've contributed to award-winning feature films and series, specializing in lighting, look development, environments and pipeline tool creation.

## PROFESSIONAL EXPERIENCE

- **3D Generalist – El Ranchito.** Nov 2017 – Feb 2026 (8 years).  
*Involved in the full 3D pipeline.*
  - Modeling, texturing, look-dev assets, digi-doubles, creatures and environments.
  - Lighting and rendering VFX and full CG shots.
  - Python scripting for maya and houdini.
  - Leading small teams/projects.
- **3D Online Tutor – Animum School.** Oct 2020 – March 2021 (Full 6 month program).  
*3D fundamentals course tutor.*
  - Responsible to evaluate the student's assignments and providing feedback and guidance along the course, in the areas of modeling, uv mapping, texturing, shading, lighting and composition.
- **3D Artist – Freelance.** 2017 – Present.  
*3D artist for vfx and commercial projects.*

## EDUCATION

**Computer Science – UNIPRO, European University.** Bachelor's degree (2025- Present).  
*- Software Engineering.*

**Python for Production – Rebelway Academy.** Bootcamp (2025).  
*- Advanced python: Back end, USD, data science.*

**Film, Visual Effects and Animation – Trazos School of Digital Arts.** Associated degree (2015-2018).  
*- Cinematography, design and 3D art.*

## SKILLS

**Hard skills:** Lighting · Look development · Environments · Scripting · Modeling · Texturing

**Soft skills:** Problem solving · Versatility · Adaptability · Fast learning · Autonomy · Team work

**Software:** Houdini · Maya · Substance Suite · Python · Mari · Nuke · Speedtree · Shotgun · Git · Linux

**Languages:** Spanish (Native), English (Professional proficiency)